

ABSTRACT

[0068] The present invention provides for selectively storing broadcast data from a multiplex data stream required for later play, while also maintaining synchronicity of the broadcast. A processing system may be employed to process and store particular channel packets and associated packets for a channel. Packets are stored with a time stamp that is compared to a ready time when the channel data is to be played. The channel data from each sequential packet is transferred to a player device at the appropriate time. The system may temporarily pause the transfer of data when it is not yet time to play the next packet. In addition, other aspects of the present invention relating to the processing system storing and manipulating broadcast data are described.